

Tutorial for Texture Maker 2.7 or above.

Note:-

Texture Maker is a texture creation tool by Tobias Reichert.
For further product information please visit the official
site at <http://www.texturemaker.com>

All textures produced with Texture Maker.

Prerequisites: Texture Maker 2.7 or above.
A good working knowledge of the interface.

Steps: 30.

Difficulty: Advanced.

Creating A Stone Rune.

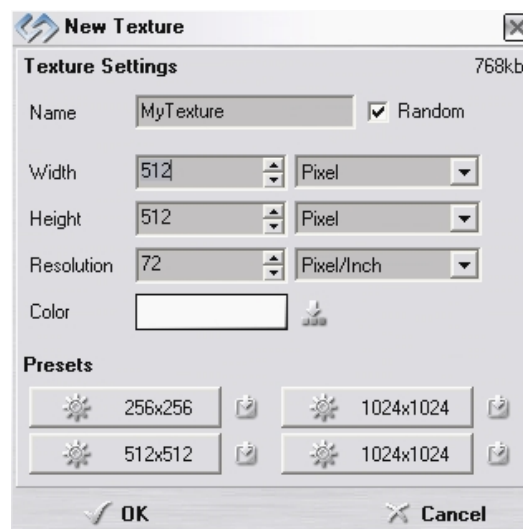


Step 1.

Lets begin by creating a new texture by clicking on the new texture button on the TMAK toolbar(as shown in the image below).



The create texture dialogue box appears:



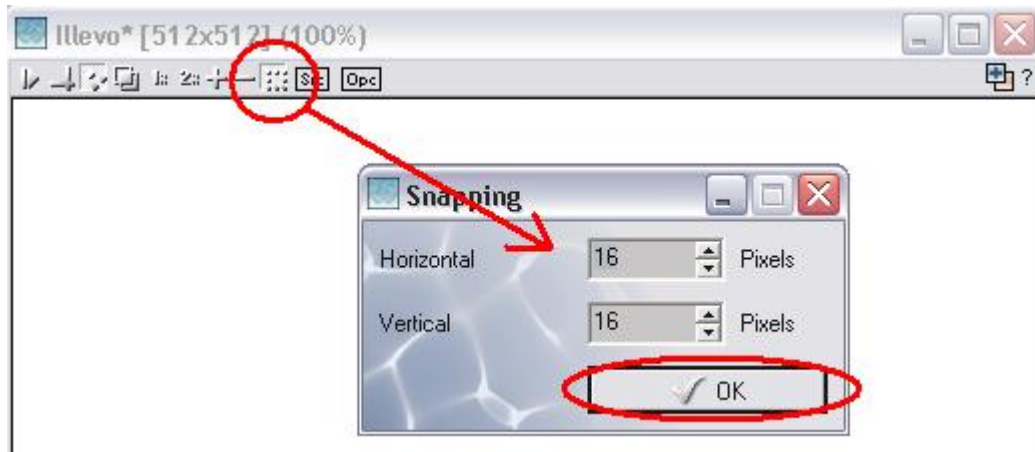
Set the "Background Color" to "White" and the "Texture Dimensions" to "Width & Height = 512".

In all these Texture Maker tutorials the creation size is 512x512. This is because it is easier to work at the larger resolutions. You can always resize the texture once you have completed it.

Once you are happy with the settings simply click the "OK" button to proceed.

Step 2.

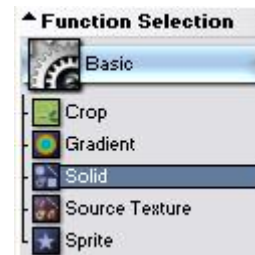
On the newly created texture turn "Snap Surface" ON:



Leave it set at the default of 16x16.

Step 3.

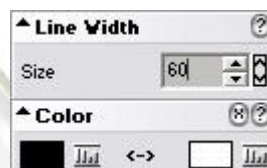
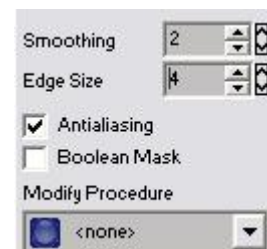
Under "Function Selection" expand the "Basic" group and select "Solid".



Set the "Mask" to line.

Also set "Mask smoothing" = 2
"Edge Size" = 4

Tick "Antialiasing" if it is not already.
The "Modify Procedure" should be "None".



The "Line Width" also needs to be set to 60,
And the "Color" to black.

Step 4.

Draw out the body of your design, here is the design for this tutorial:

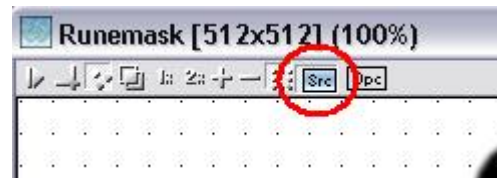


Save the design as "RuneMask".



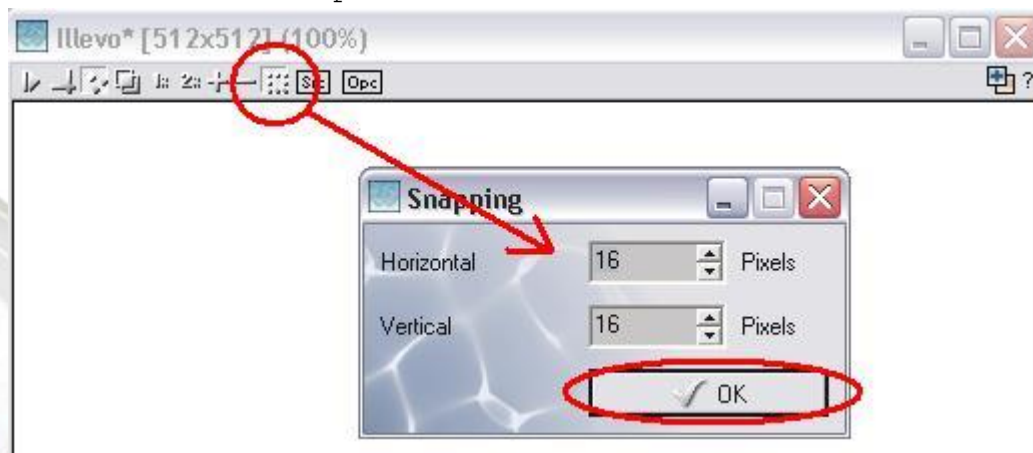
Step 5.

Set "RuneMask" as "SRC":



Create a new texture as in **Step 1**.

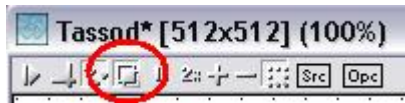
Turn "Snap Surface" ON:



Leave it at the default of 16x16.

Step 5 - Continued.

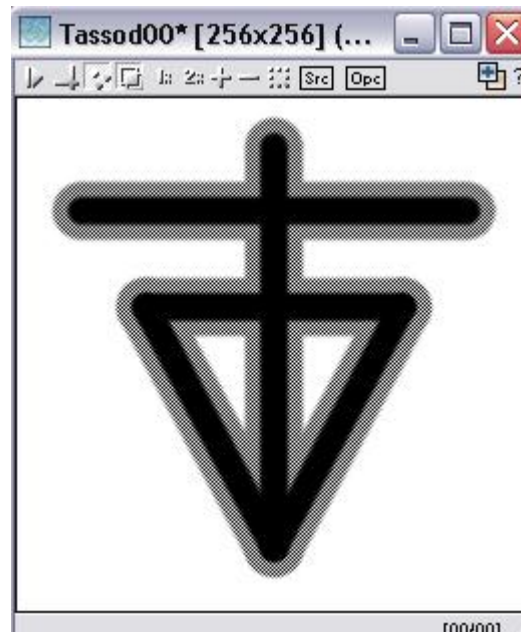
Set the "line size" = 30:



Turn "Show Source Texture in Background" ON.

Step 6.

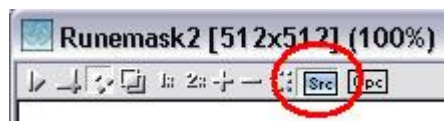
Draw the design again with the thinner line and keep it within the lines of the original as shown:



Save the texture as "RuneMask2":



Set "RuneMask2" as "SRC":



Step 11.

Turn "SRC" OFF on the texture named "RuneMask2".

Step 12.

From "Function Selection" expand the "Distortion" group and select "Displace".

Set "Amplify" = 10

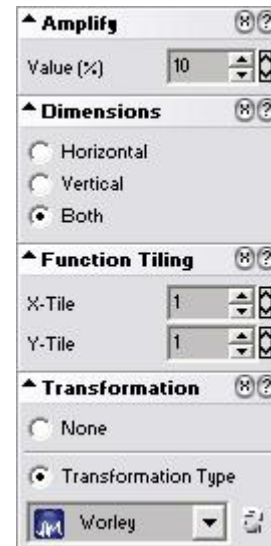
"Dimensions" = "Both"

"Function Tiling"

"X-Tile" = 1

"Y-Tile" = 1

"Transform Type"
= "Worley".



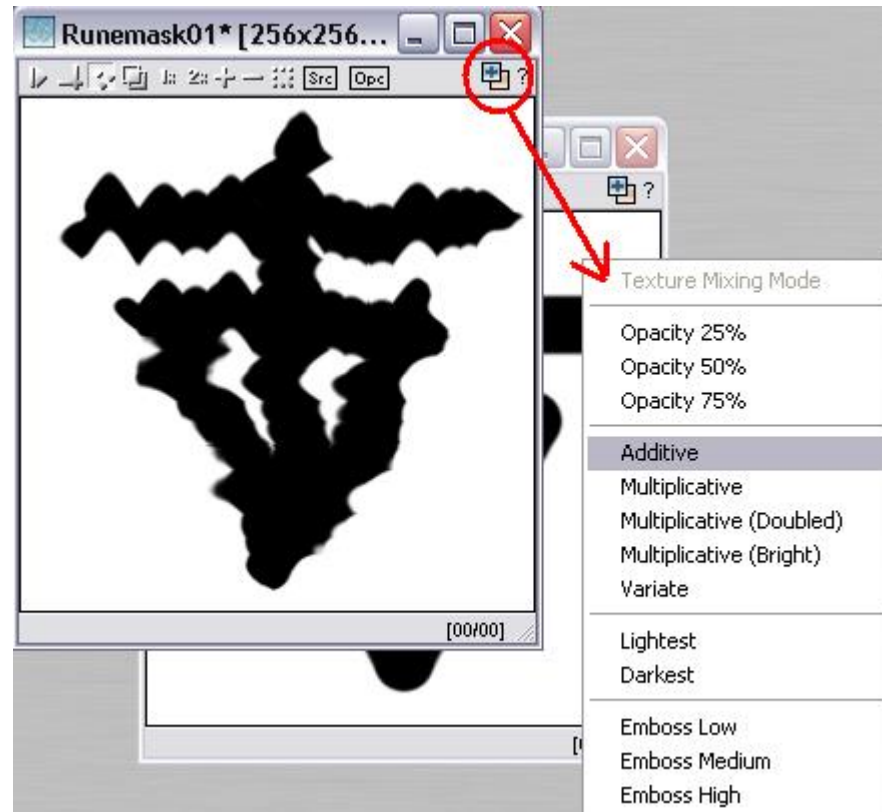
Apply the distortion function to "RuneMask".

The result can be seen
in this example:



Step 13.

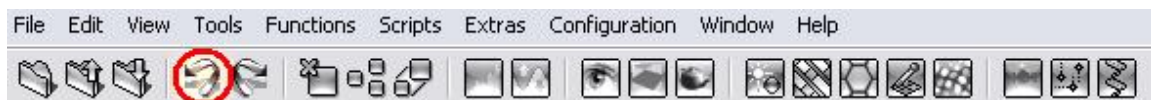
Drag "Quick Texture Mixer" from "RuneMask" to clone created in **Step 10**. Select "Additive" from the pop-up menu.



Save the texture as "Runemaskruin".

Step 14.

Undo the "Distortion" effect on "RuneMask".



"RuneMask" should now be back in its original state:

See image at top of next page to confirm.

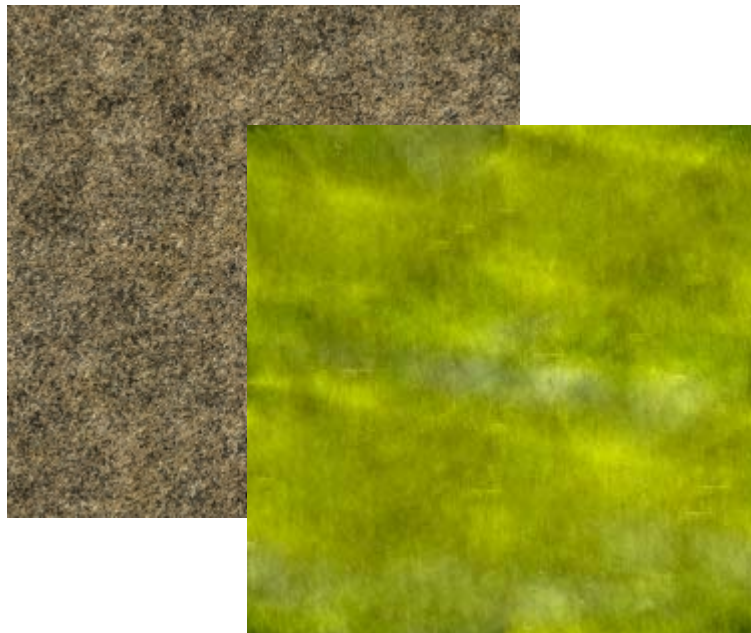
Step 14 - Result.



Step 15.

Now that all the masks have been created we need two textures to form the base materials. One as the stone for the body and another for the metal of the pattern.

This tutorial uses some "ISampled" photographs. Which you can see below:



They will be referred to as "Stonebase" and "Basemetal" for the duration of the tutorial.



Step 16.

Clone "RuneMask".

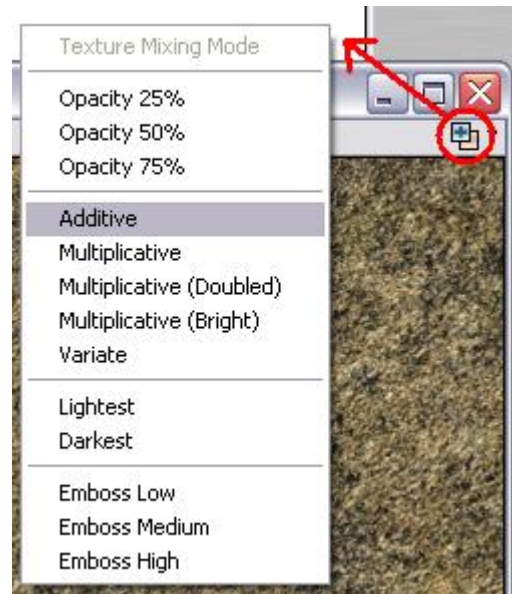
Drag "Quick Texture Mixer" from "Stonebase" to the clone just created.

Select "Additive" from the pop-up menu.



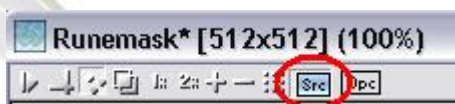
This is the result.

Close "Stonebase" it is no longer required.

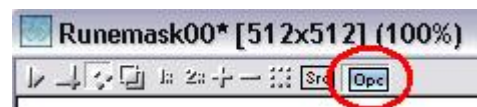


Step 17.

Set "OPC" on the result of **Step 16**.

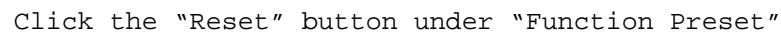


Set "RuneMask" as "SRC".



Function Selection

- Bump
- Cast Shadows
- Diffuse
- Emboss
- Fast Shader



Smoothing 1
Edge Size 10
☒ Antialiasing
☐ Boolean Mask
Modify Procedure
Sharpen

Set "Amplify" to 300.

▲ Heightmap  

Smoothing   

☒ Invert Heightmap

☒ Use Texture / Source

☐ Use Mask

☐ Use Both (Multiply)

"Smoothing" = 2

Tick "Invert Heightmap"

Select "Use Texture/Source".

Apply to the result of **Step 16**.

See top of next page for the result.

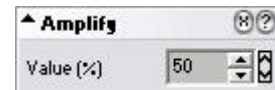
Step 18 - Result.



Step 19.

From "Bump" section under "Function Selection" select "Cast Shadows".

Set "Amplify" = 50.



Set the "Direction" wheel as seen in the example.

Adjust "Radius" = 10

Set "Heightmap" settings:

"Smoothing" = 1

Tick "Invert Heightmap"

Select "Use Texture/Source"



Apply to the result of **Step 16**.

Result can be seen at the top of next page.

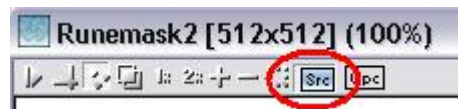


Step 19 - Result.



Step 20.

Set "SRC" on "RuneMask2".



Select function "Emboss" from "Function Selection" under "Bump" group.

Untick "Invert Heightmap" under "Heightmap" settings:



Apply function to the result of **Step 16**.

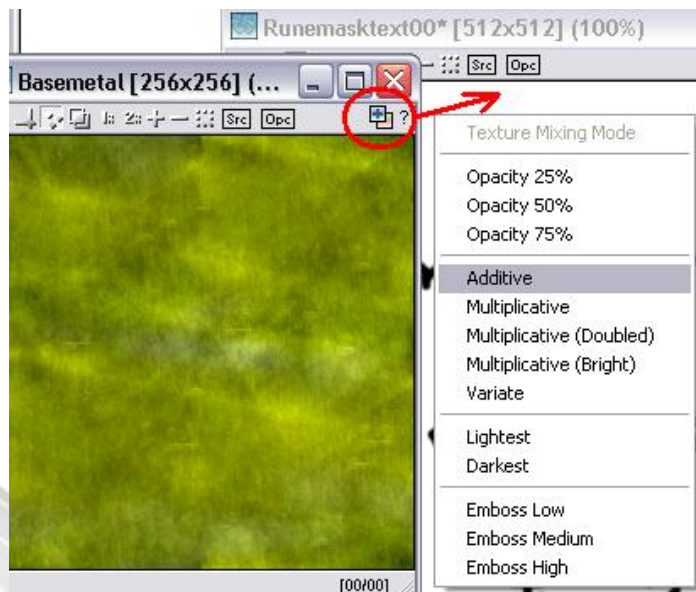
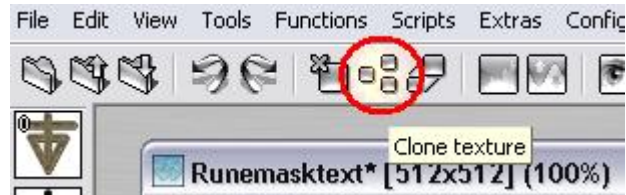
Result can be seen at top of next page.

Step 20 - Result.



Step 21.

Clone "RuneMaskText".



Drag "Quick Texture Mixer" from "Basemetal" to the clone you just Created and select "Additive" from The pop-up menu.

Close "Basemetal" it is no longer required.

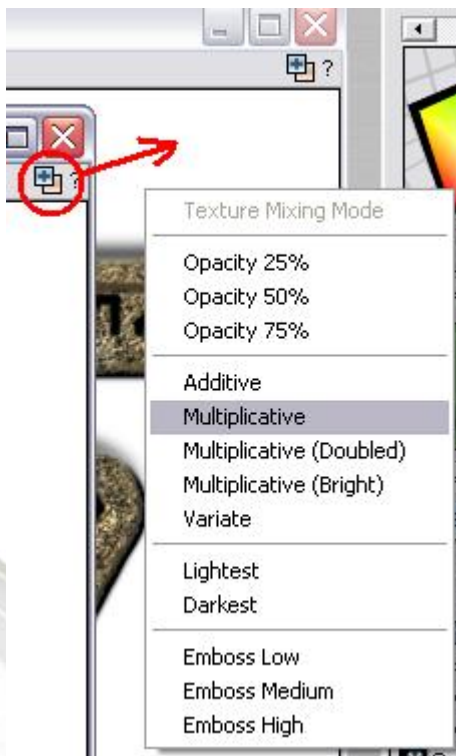
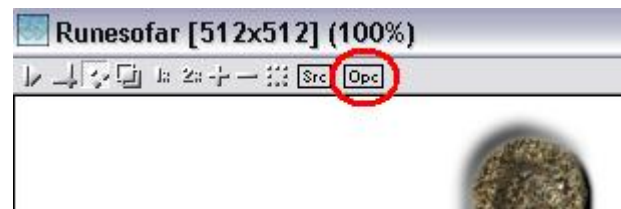
Result can be seen at top of next page.

Step 21 - Result.



Step 22.

Turn "OPC" OFF on the result of **Step 16**.



Drag "QTM" from "RuneMaskText" to the result of **Step 16** and Select "Multiplicative" from the pop-up menu.

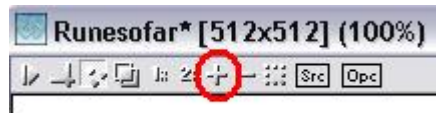
Result at top of next page.

Step 22 - Result.



Step 23.

Zoom In on the texture shown in the above example.



Under "Function Selection" expand the "Basic" group and select "Solid".



Select "Flood Fill" tool under "Mask".

Adjust "Mask" settings:

"Smoothing" = 0

"Edge Size" = 0

"Antialiasing" = ON



"Fill and Replace" settings need to be:

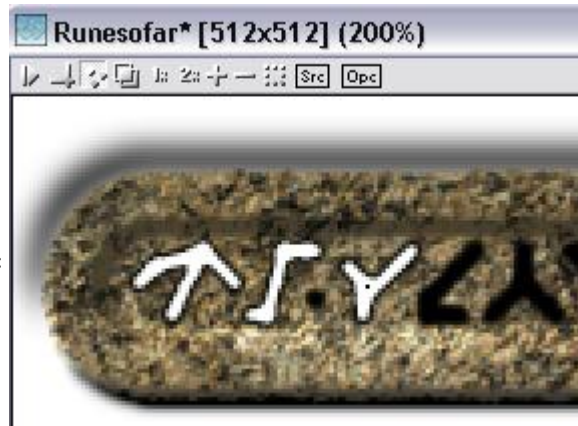
"Tolerance" = 10

"Invert Selection" = OFF.

"Color" = White.

Step 23 - Continued.

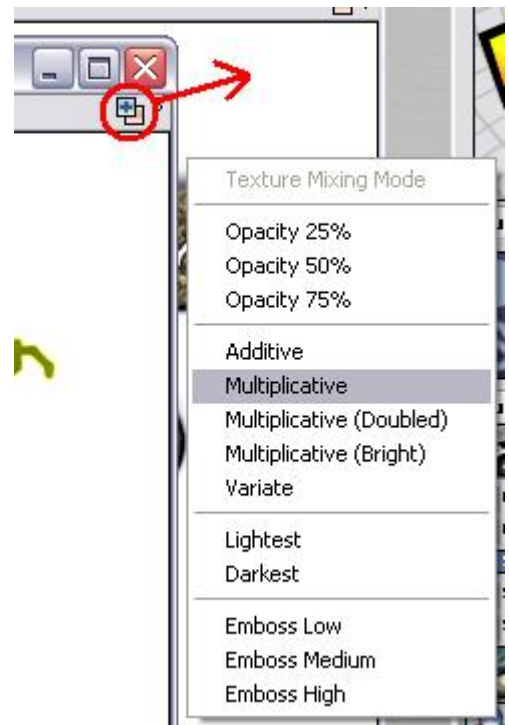
Fill in the black pattern as
in the example here:



← And the finished result.

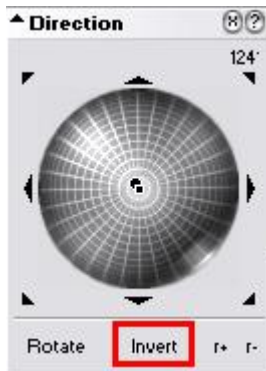
Step 24.

Drag "Quick Texture Mixer" from **Step 21's**
result to **Step 23's** result and select
"Multiplicative" from the pop-up menu.



← This is the result.

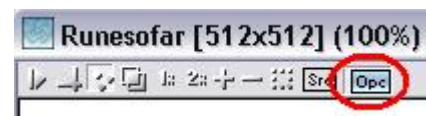
Step 26 - Continued.



As changed the options relating to this function earlier this tutorial assumes they have not been altered since. If you have changed them or are unsure set them as shown in **Step 19**.

If you have not changed them you need only click on "Invert" button beneath the "Direction" wheel.

Set "OPC" on the result of **Step 25**.



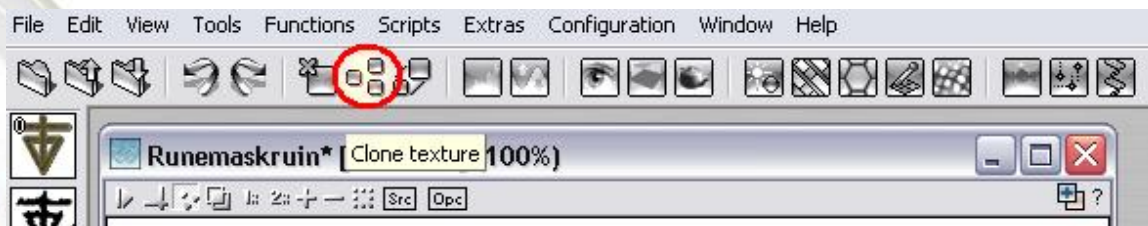
Apply the function to the result of **Step 25**.

Close "RuneMasktext" we have no further use of it.



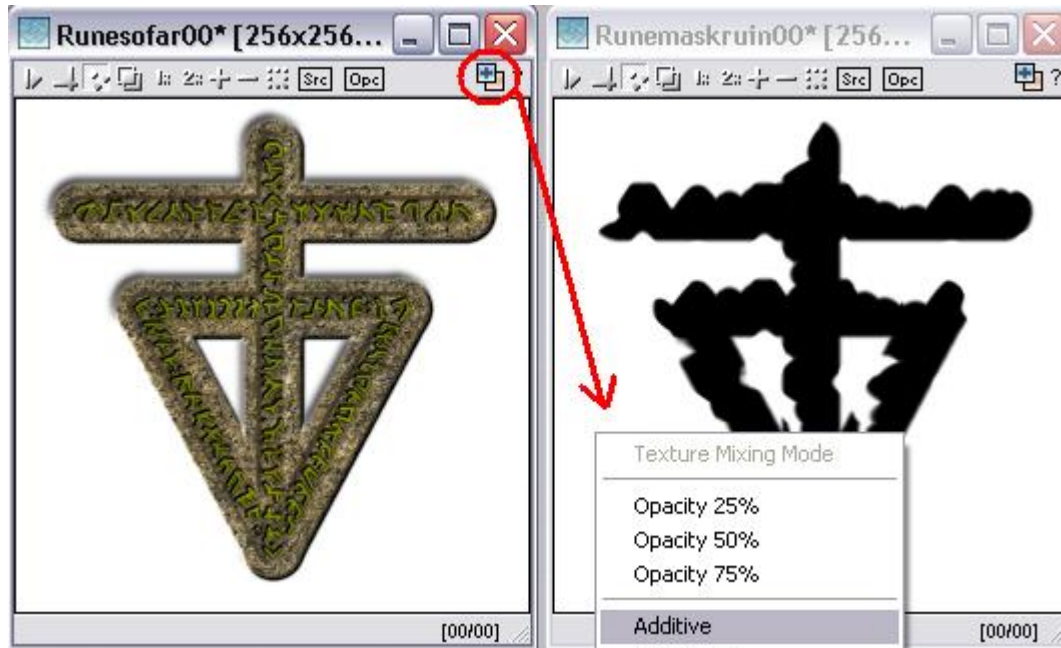
Step 27.

Clone "Runemaskruin".



Step 27 - Continued.

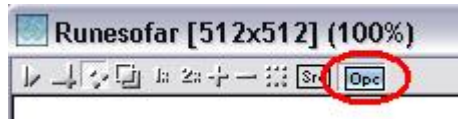
Drag "Quick Texture Mixer" from the result of **Step 26** to The clone you just created and select "Additive" from the pop-up menu.



And here is the result →

Step 28.

Set "SRC" on "Runemaskruin".



Set "OPC" on the result of **Step 27**.

Step 29.

Expand the group "Bump" under "Function Selection" and select "Emboss".



Apply function to the result of **Step 27**.

Step 30.

Click "Invert" under the "Direction" wheel and apply to the result of **Step 29**.



That concludes this tutorial.

